

HEATSEEKER

By Paul O'Malley



A DOOMED WORLD

The ancient land of **Tantris**. Legend has it that the **Triphylls of Nem**, three mysterious and magical plants, their petals forever open, hold in their lifeblood the entire race memory and psychic heritage of the people of Tantris. Should their lifeblood ever corrupt, doom would follow. All the people would surrender to plague and death.

The legends have lost their meaning, civilisation is heavily industrialised and spews its filth in a blanket of pollution over the land. Even the pure cleansing power of rain has been perverted into acid poison.

And at the very heart of Tantris the Triphylls of Nem and its lifeblood are threatened by the downpour of death — their blooms have closed, and the beneficent influence on Tantris shut off. **Tantris is doomed...**

And yet in this soulless modern world there is hope: The **Gnostics**, a wise and secretive race, forgotten by all but a few, seeing their lands in peril have constructed the **Leg**. Where man cannot go safely a machine may trespass unharmed: the Leg is an acid resistant **heat probe** designed to enter the most polluted of areas and absorb the heat of the **Zeal smog flames**.

Remote-controlled by one of the Gnostics the Leg must explore the heartlands of Tantris twice — once by day then by night. Then, on **Midsummer's Eve**, the robot must approach the Triphylls of Nem and send out its probe to relinquish its stored heat to their lifeblood to revitalise the plants and give them strength to open their petals and resume their beneficent influence — thus restoring vitality to the land and common sense to the people of Tantris!

The Gnostics know. A vast amount of Zeal flame heat must be stored to stand any chance of saving all three plants...

But then in a world of acid rain the only hope of salvation lies with the Heatseeker!

CONTROLS

Leg mode:
Joystick (port 2)
Joystick down — enter skate mode
Joystick up — exit skate mode or start tucked jump
Fire — kick ball probe
Fire plus Joystick up — release ball probe
Heatseek (free ball probe) mode:
Joystick plus Fire — kill bounce

Keys:

Any function key — Teleport to next level (auxiliary power, Pass score and — level 3 — Nem plants permitting)
Spacebar — Detonate smart bomb (auxiliary power permitting)
Night:
Return — Start infra-red mode (auxiliary power permitting)
Spacebar — Fire flashgun (auxiliary power permitting)
General:
Left Shift + Run/Stop — Escape from game
CTRL Key — Freeze game
Fire — Unfreeze game

INSTRUCTIONS:

Your overall aim is to unfurl the petals of the three plants of **Nem**, once by day and once by night. To do this, your aim is to drain as much heat as possible from the eight **Zeal flames** on each level. Do this by releasing the ball into the flame, and waiting for it to heat up. Return the ball to the **Leg**, avoiding heat-sapping creatures and cold acid rain and water drops, before the ball probe energy runs out.

If the ball probe loses too much energy it automatically returns to the Leg — draining the Leg of some of its energy.

Get the ball probe back to the Leg and its stored heat will be drained and retained in the Leg for later use (and your energy will recharge). Kick creatures away to gain points and to protect yourself.

To progress to the next level — having drained as many Zeal flames as possible — a minimum **Pass Score** of **9999** must be reached.

To progress from the day to the night levels, the petals of all three plants of Nem must have been unfurled (**on level 3**). Do this by releasing the ball probe to the plants, where its stored heat automatically cause the bloom to unfurl.

FEATURES AND CREATURES

Snails, Tortoises, Caterpillars — trouble
Ants, Hoverflies, Spiders — Big trouble!
Frogs — These will generally avoid you, but may be hunted for energy and points (especially at night with infra-red)
Rain — All rain may be sheltered from under leaves and plants
Blue rain — Will cool the hot heat probe, but only cause light energy drain
Yellow, acid, rain — Less cold, but far more dangerous to Leg and ball probe
Single water drops — very cold. Don't let one touch the heat probe when hot
Chalk — Tread in a pile of chalk to coat the ball probe with protective antacid. This will protect from rain until washed or burned off
Smart Bombs — These can be kicked away for instant effect, or picked up and activated later (Space bar)
Venus Ball Traps — Keep clear of these! Don't say you weren't warned...

At night:

Infra-Red — This mode ties up auxiliary power for a while, reduces visibility, but makes you invisible to creatures
Flash Gun — Use this to judge long blind jumps and bounces, or to find your lost Leg!

After the game is over, you have the option to practise the level on which **Heatseeker** was defeated — in day or night mode. Escape to leave practise mode.



ZANY!
ADDICTIVE!
WHACKY!
CRUEL!
WILD!
IRRRESISTIBLE!
TEAR-JERKING!
FUN!

CREATURES

CLYDE RADCLIFF EXTERMINATES ALL THE UNFRIENDLY, REPULSIVE EARTH-RIDDEN SLIME

By Apex Computer Productions

Out in the nether regions of deepest space (in the far bottom right of the Milky Way) lies a small, insignificant little planet named **Biot**. Although a pretty place, it's deserted after its inhabitants were forced to flee from an awful fate — being called by such an unhip name as **Biotians**. As soon as they were able, they built a crude but sufficient colony ship and spluttered off into space in search of a trendier planet. Until such a place was found they renamed themselves **Fuzzy Wuzzies** in search of real hipness.

Unfortunately, a collision with an asteroid led to a crash landing on **Earth**. As luck would have it, they landed in some blue wobbly stuff — commonly known as the **Pacific Ocean** — next to an undiscovered island. After the Fuzzy Wuzzies swam ashore they promptly began building a village and named the island **'The Hippest Place in The Known Universe'**.

What the Fuzzies didn't know was the existence of bad tempered **Demons** living on the far side of the island. These demons were enraged by all the noise made by the cheerful Fuzzies, and hated even more the ridiculously silly island name.

The Demons came up with a cunning plan to put an end to the commotion and general good time being had by these intruders — they invited them to the biggest party ever held on the island. Fuzzies cannot resist a good party, and all of them brushed up their fur and attended. But just as they were starting to enjoy themselves the Demons threw a net over everyone and carted them off to their **Torture Chambers**.

The only one who wasn't caught was **Clyde Radcliff**, a tanked up little Fuzzy already throwing up in the bushes. The next morning Clyde woke up with a splitting headache and breath so bad it could scorch a tree at six paces. Nevertheless, our courageous little hero vowed to destroy the Demons and rescue his fellow Fuzzies.

GAMEPLAY

Each stage in the game represents part of the island. Once the end of the stage is reached and completed, Clyde enters a **Witches Hut**. Inside is a good witch who has a Fuzzy fetish and offers to mix **Magic Potions** which, when drunk by Clyde, give him special weapons.

However, to enable the witch to mix any potions, she needs ingredients. These are in the form of **'Magic**

Potion Creatures' found during each stage. It's important for Clyde to collect as many MPCs as possible before entering the hut, so that he can obtain better potions from the witch.

An enemy will only be killed if it flashes white when hit. Some enemies that appear to be completely separate from each other will in fact be 'linked'. If any of these are hit, the rest of the linked enemies will also be hit.

Once two stages have been completed, Clyde is not automatically put onto the next level. He will first find himself in a **Torture Chamber**. This is the location of one of his friends who must be saved to proceed any further.

CONTROLS

GET READY: Joystick LEFT/RIGHT — music ON/OFF

IN-GAME: Run-stop — pause (move joystick to resume)

Q (from Pause) — Quit

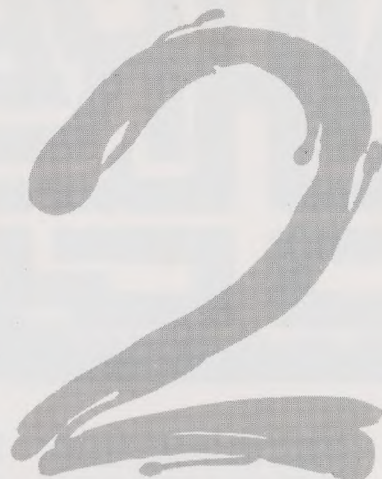
CLYDE: Pushing **UP** makes Clyde jump. If **FIRE** is depressed, Clyde will fire (using the current weapon). If **FIRE** is held down for a second and then released, Clyde's bad breath will be used and he will breathe a large flame. Pulling **DOWN** on the joystick and then pressing **FIRE** will present you with the 'weapons tablet'. Keeping **FIRE** pressed, pulling **LEFT** and **RIGHT** will enable you to view the weapons, and releasing **FIRE** will select the chosen weapon. Note: only the weapon purchased in the shop will be displayed in the weapons tablet. The weapon's grade is indicated by its colour: Red — grade 1; Green — grade 2; Blue — grade 3.

SHOP: (When the weapon tablet appears) Joystick LEFT/RIGHT — view all the weapons

FIRE — Buy weapon, (at its indicated grade). A weapon will only be added if you have enough Magic Potion Creatures for the witch to use as ingredients, and the weapon is not at its maximum grade (grey).

You can also buy information from the witch by selecting the 'I' icon. She can give you up to three clues, helping you complete the next Torture Screen. Selecting the 'E' icon will exit the shop and continue the game.

THE HITS



CASSETTE 1
A: SUMMER CAMP
B: SNARE
CASSETTE 2
A: HEATSEEKER
B: CREATURES
CASSETTE 3
RETROGRADE

DISK 1
SUMMER CAMP
DISK 2
A: SNARE
B: HEATSEEKER
DISK 3
CREATURES
DISK 4
RETROGRADE

LOADING INSTRUCTIONS

Disk
Insert the disk into the disk drive.

Type LOAD "", 8, 1.

The game will now load.

If you have any problems loading, remove any peripherals (such as printer, cartridges etc) you have attached, and repeat the procedure above.



LOADING INSTRUCTIONS

Cassette
Insert the tape into the tape player, making sure it is rewound. While holding down the SHIFT key, press RUN/STOP key.

When the screen prompts you, press PLAY on the player.

The game will now run automatically.

NOTE: If you are having problems loading, please remove any peripherals (such as disk drive, printer, cartridges etc) you have attached, and repeat the above procedure.

SUMMER CAMP
CREATURES
Please ignore in-game messages about rewinding to Side Two.

SNARE, CREATURES and
RETROGRADE are multiloader games:
Follow on-screen instructions to play.

Compilation audiovisual concepts,
packaging and programs
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SNARE

By Rob Stevens

A DEAD MAN'S KILLING JOKE...

In 2049 Andre Thelman, one of the world's three richest men, died. During the last ten years of his life he had a maze built into a temporal cavity in the gardens of his home. This maze, called the **SNARE**, is formed of 20 independent areas floating in a void, linked by concealed teleporters and guarded by robots. The surfaces of these areas are covered with pressure-sensitive tiles of various types, but with different environmental effects.

Only Thelman knew the required route through each maze, and hence all the solutions to the **SNARE**. Rumour has it that before he died he entered the **SNARE** one last time, taking with him one of his most valued possessions to leave hidden there. Many have wondered what this item might be, some say a diamond, others think it is gold, even deeds to the Thelman empire. No one knows, as everyone who has entered the **SNARE** has never returned.

Over the next couple of years the challenge increased in popularity, despite the all too obvious danger. The **SNARE** was developed into a giant arena, overhead cameras were installed, and every attempt globally televised (carefully edited so as not to give anything away — after all, once the prize was taken, no more shows would be possible). Each competitor enters the maze in a hover ship armed with a plasma cannon and teleported into **Area One**, with only minimal information to go on.

Will you be the one to overcome the challenge — or will you be **SNARED**?

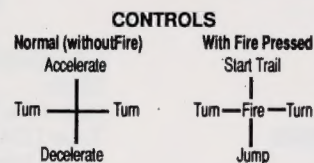
THE GAME

The game consists of 20 levels or **areas**. These areas are grouped together into sets of four, each loading separately. Your ship hovers over the scrolling floor, but is destroyed if it falls down the gaps. All turns are made instantaneously, snapping the screen 90 degrees about the ship. You can leave a solid trail behind, which has its uses. Your objective on each level is to find the final teleport — two linked, flashing circles. On losing a ship, the area you are currently in will reset itself to the beginning, and if you have any craft left a new one is teleported to the start. If you have no ship remaining your attempt is terminated.

However, you are given the chance to replay that set again, starting in the first area of the set you're on, with the lives you had initially, and scoring from zero.

To deter unwanted visitors Thelman incorporated **puzzles** into each area of the **SNARE**. These consist of the various tile types found on the floor, most prominently the **teleports** and **switches**, and of course the **robot guardians**. Each level sports up to four local **teleports**. These simply relocate you within that area, leaving your velocity and heading unaltered. There are also four possible **switches** which transform part of the playfield, and have an on and off state. Therefore, passing over a **switch** will activate it, but the ever lurking **robot guardians** can and will de-activate them. Periodically tiles transform into **energy vents** for a short time. Energy can be collected from these by hover-driving over them, and if carried out of an area will create a bonus. As the energy in a vent fluctuates it sometimes inverts and removes any bonus charge from your ship.

Before each new set of levels you will be informed of any system failures due to the new environment.



Keys
SPACE BAR — Pause game (Fire button to resume)
Q (After Space) — Quit game

INFORMATION PANELS

Refer to your loading screen for the following:

Scanner

Shows **player** (yellow), **guardians** (red) and initial position of last **switch** activated, or shared **player/guardian** position (grey).

Compass

Displays the direction you are facing — North, South, East and West. North is up on the game screen and scanner.

Bonus Type

N — none, L — extra life (or 20,000 points if all lives present), S — extra 10,000 points score, J — jump level (skips the next level, plus 20,000 point bonus).

Equipment Function Indicators

Reflect the current state of operation of the on-board equipment.

HINTS AND TIPS

1 Follow the arrows on **Area One** to complete it. Use **Area One** as a practice area, get familiar with the tiles in safety.

2 Dabbing the joystick forward or backward increases or decreases your speed by one step. Avoid panic waggling, as you can turn several times very rapidly!

3 Most new pilots expect the craft to swing slightly as it turns — and turn too early. Remember: it turns on the spot the instant you move the joystick! To turn along the very edge of an obstacle, wait until the very back of your craft is level with the edge then turn.

4 Practice turning around the edge of a floor pattern, slowly increasing your speed.

5 Pick a land mark before turning, picture where it will be after turning, then carry out the turn: this will help prevent future confusion during turns.

6 Use the scanner to note the effect of a **switch**. Investigate each **switch** separately and note what each **switch** does, if possible.

7 Avoid head-on confrontations with **guardians**: be prepared to jump over them, as many take several hits to destroy.

8 Use the trail to herd **guardians** or trap indestructible ones in a corner of the play field. Enclose **switches** to prevent them being turned off. Clever use of the trail can even kill **guardians**. The trail can even be jumped over, unlike walls.

9 The point of lift for your ship is directly below the gun turret, as long as this is over land you won't fall into a hole. This point is also responsible for tile activation.

10 A one-tile gap between walls cannot be driven on.

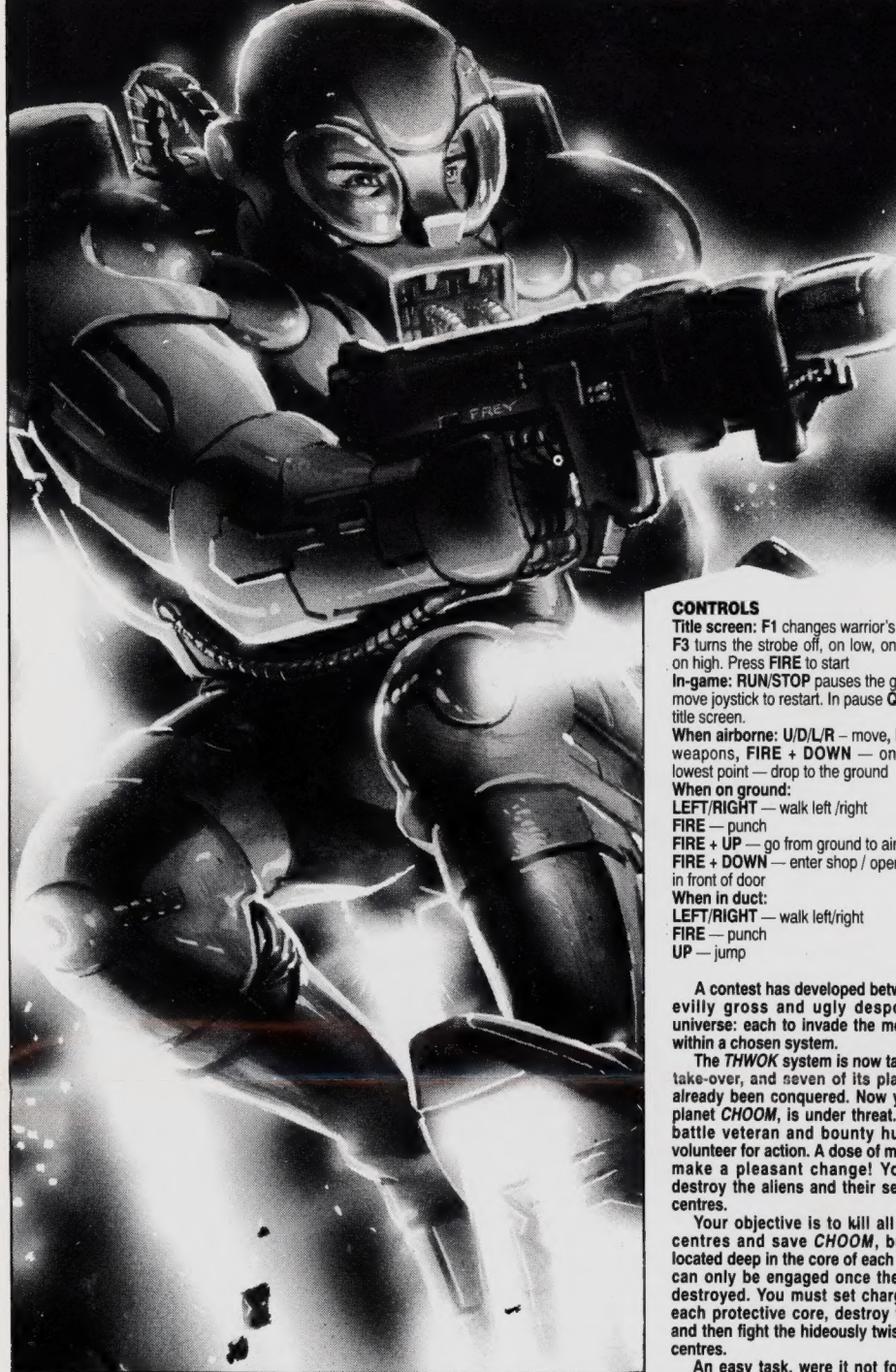
11 Remember, bonuses pulse five times before they disappear.

12 Black tiles not only prevent jumping, but also pull you back to ground in mid jump.

13 Throwing **switches** results in various tile types being altered. If the result of a second **switch** overlaps another, it can alter, add to or hide the result of the first. Therefore throwing **switches** in different sequences results in different outcomes. Experiment to find the correct order.

14 If you are on a turn-prevention tile holding the joystick left or right results in you turning in that direction the instant you move off them.

15 Finally, it's worth remembering that when you exit a **teleport** you will be travelling at the same speed and in the same direction as when you entered.



CONTROLS

Title screen: F1 changes warrior's colours
F3 turns the strobe off, on low, on medium or on high. Press FIRE to start
In-game: RUN/STOP pauses the game — move joystick to restart. In pause Q quits to title screen.

When airborne: U/D/L/R — move, FIRE — fire weapons, FIRE + DOWN — only when at lowest point — drop to the ground

When on ground:

LEFT/RIGHT — walk left/right

FIRE — punch

FIRE + UP — go from ground to air

FIRE + DOWN — enter shop / open duct when in front of door

When in duct:

LEFT/RIGHT — walk left/right

FIRE — punch

UP — jump

A contest has developed between seven evilly gross and ugly despots in the universe: each to invade the most planets within a chosen system.

The **THWOK** system is now targeted for take-over, and seven of its planets have already been conquered. Now your home planet **CHOOM**, is under threat. Hardened battle veteran and bounty hunter, you volunteer for action. A dose of mayhem will make a pleasant change! You vow to destroy the aliens and their seven nerve centres.

Your objective is to kill all the nerve centres and save **CHOOM**, but they're located deep in the core of each planet and can only be engaged once the planet is destroyed. You must set charges round each protective core, destroy the planet and then fight the hideously twisted nerve-centres.

An easy task, were it not for the vast

RETROGRADE

By Apex Productions and Transmission Software

number of alien forces commanded by the nerve-centres trying to wipe you out above and below ground. Fortunately, dying aliens often deposit diamond crystals easily converted to **ARA**, the local currency, or **PLANET BUSTERS**, essential to destroy the conquered worlds, and sometimes **SHIELDS** to protect you from limited amounts of hits. **ARA** and **SHIELDS** are left in the air, **PLANET BUSTERS** on the ground.



SHIELD



PLANET BUSTER

GAMEPLAY

Score: displayed screen-top-left, is zeroed at the start of each level, but recorded in a list of level scores on the loading screen which are tallied as you progress through the planets.

Ara: three values — 5, 10 and 20 — are not zeroed at levels' start, but you cannot accumulate more than 9999. Use **Ara** to purchase weapons, upgrade your fist and prime the charges. When you're carrying a planet buster, a small charge is shown left of the **Ara**.

Energy: bar-graph, screen-top, shows lives left and energy for current life. Zero energy means loss of a life. Pick up a **Shield**, and the energy bar changes colour, resets to full length and shows **Shield** power. It decreases with every hit sustained until the **Shield** is lost, and then reverts to its former colour with your energy recharged to full.

DUCTS

All ducts are closed and cannot be entered. To open one you must find an alien on the ground who leaves behind a charge when killed. Pick it up and take it to the shop to prime it: causing a duct to open. Enter and fight your way to the bottom to kill the duct guardian and automatically plant the charge.

THE SHOP

Your status is displayed top of screen showing how many **Ara** you have to spend. The shop splits into three main parts: **Flying Weapons**, **Powerist** and **Planet Buster**. **FLYING WEAPONS**

Allows you to buy new weapons, upgrade existing ones or sell them off. Weapons may fire from 16 points around the player, referred to as **Clip-On Points**. Weapons require energy for operation, taken from **Power Points**, of which there are 9. The larger the weapon the more **Power Points** needed. **Power Points** are used up every time a new weapon is added, but not when upgrading a weapon.

BUY WEAPON			
A	B	C	
			D

Buy: has three main windows:
A "Your Weapons List"; **B** "Available Weapons List"; **C** "Clip-On Point Display"; **D** "Details"

A shows weapons you own, their powers and whether they go through aliens (shown by a small arrowhead on the right — if shown weapon goes through). At the bottom is the number of **Power Points** free.

B shows the possible weapon types, with an icon for each. From "is" window you can quit the **Buy** section.

C shows the 16 **Clip-On Points** from which weapons may fire, plus details for current weapon type selected in **B**. Weapons are displayed as if you were facing right.

D shows information for weapon currently highlighted:
Cost: how much one grade of the weapon costs.

Inc: the step by which the weapon's power increases with each new grade bought.

Max: maximum grade the weapon can have (its **RETROGRADE**).

Points: how many **Power Points** the weapon uses up.

You may also see a small arrowhead to the right of **Inc/Max**. It indicates the weapon can travel through aliens and still kill them without

stopping on contact. Details show in white if you can afford the weapon and black if not.

Three colours are used for text in **A** and arrowheads in **C**:

Black — weapon cannot be positioned here
Red — weapon could be positioned here but there's another type already in place or weapon is at its **Retrograde**

Yellow — weapon can go here or can be upgraded at this point

Pushing **Up/Down** moves the bar in **B** and alters the weapon you want. The bar moves to the next available weapon (shown white) and the icon changes to correspond to the type. **Quit** returns you to the **Flying Weapons** menu. If you can't afford the type (details in black) you won't be able to select it. Press **Fire** to choose.

Another bar appears in **A** at the first available point, and a ring in **C** indicates where the weapon will fire from. **Up/Down** moves to the next free **Clip-On Point**. **Left/Right** returns you to **B**.

Pressing **Fire** does one of two things: if the **Clip-On Point** was empty the weapon will be put there at its initial grade and the number of **Power Points** free decrease; if the weapon was already in place its power is increased. In both cases you are returned to **B**.

Sell: has three windows — left-hand shows weapons already yours, their powers and whether they go through aliens when they hit; middle shows how much **Ara** one grade of each weapon is worth; right-hand shows **Clip-On Points** — any in yellow mean a weapon is in place there.

Push **Left/Right** to return to **Flying Weapons** menu, **Up/Down** to choose which weapon to sell off, until the point is displayed as empty and the bar moves to another point.

THE POWERFIST SECTION

From here you increase and decrease the power and range of your **Powerfist**. Prices for doing so appear in the bottom window and the current grade is shown by the pulsing bar. You may only buy grades shown in white.

THE PLANET BUSTER SECTION

You can only enter this section if you have an unprimed charge (try without and access is denied), and it lets you prime your **Planet Buster**, enabling duct entry. Once primed, you cannot get the money back nor re-enter the section. You can come and go from here with an unprimed charge without having to prime it.

NERVE CENTRES

Each nerve centre has a time limit for its destruction — you lose a life at zero and the timer resets. A bar shows energy left at the nerve centre's heart: when it hits zero the centre explodes and the level is completed.

Destroy the nerve centre on first go, within the time limit, and you may get a bonus. Any remaining time and energy left is added to your score, and your bar resets to full length. Regardless, you are always awarded an extra life before the next level is loaded.

Pressing **Fire** takes you to the next level and your score is recorded in the list of level scores and reset ready for the new level.

pressing fire. A correct selection is rewarded by a vehicle component being fitted in the right place. A wrong selection results in all the components being put back in their boxes. A bonus is given for every correct part assembled.

HINTS

- Every screen it littered with icons to help you in your quest. Some have more than one use. Find out what each one is for and how best to use it on a particular screen.
- Don't stop and play with strangers.
- Every screen has more than one **entry/exit point**, if one route proves difficult try another.
- Don't let your energy drain to zero, eat something.
- Eating while your energy level is a waste of good food and you should know better.
- Falling from a great height hurts.
- Some equipment requires a change of joystick direction mid-jump, practice when a screen is cleared of nasties.
- Any icon can be used as a platform.
- You may need to jump from one screen to another.

SUMMER CAMP

By John Ferrari



GET INVOLVED IN THE CRAZIEST CARTOON GAME EVER!

SUMMER'S HERE!

Isn't Summer Camp wonderful? Plenty of fresh air, water sports, ball games, and barbecues — the good life. One problem: the camp flag, the **Stars and Stripes**, has gone missing and there are only 24 hours before the Summer Camp's **Opening**

Ceremony! You're **Maximus Mouse**, the Camp's resident rodent who is bound to get the blame! The next thing cooking on the barbecue could be your goose unless you find a replacement flag pretty quickly.

But where can a replacement be found? And another problem: when you're only a few centimetres in height every journey seems like a million miles! What **Max** needs is transport, a vehicle. What he needs is **HELP!!!**

GAMEPLAY

The game consists of four large levels. On each you have to help **Max** collect **Acme** crates which contain the parts to build into a vehicle which will carry him to the next level and finally back to the camp for the Opening Ceremony. As the crates are collected a blueprint of the vehicle will assemble on-screen and when the blue print is completed so is the level.

THE BONUS SCREEN

At the end of each level is the bonus screen. Here is your opportunity to boost your score by several thousand points. Simply find the correct combination by standing over your chosen switch and